EVENT
Not Too Bright

Just because you eat brains doesn't mean you know how to use one.

On their next turn, all Zombies are allowed only one Action Point.

EVENT
Nothing to See Here

You decide that you have almost everything you need to wait it out until help arrives.

The Human Players select any one Search Square that has not yet been searched which no longer needs to be completed to win.

EVENT
On the Move

The Zombie Player selects any one Zombie to utilize 3 Action Points immediately.

After the Zombie has moved, finish your search unless you have been moved away by the Zombie's attack. You may still count this Search Square as complete.

EVENT
Out of Gas

The Car is Out of Gas and cannot be used to escape unless it is refueled. To do so, a Human Player with the Gas Can must move adjacent to the car. Once there, they may use 1 Action Point to take this card out of play and discard it. Until then, keep this card on the table.

EVENT
Out of Nails

While attempting to board up all of the Windows and Doors, you run out of nails.

No Barricades may be constructed for one round. Hold and discard after your next turn.

EVENT
Rigor Mortis

The rigors of being undead begin to take their toll on the flesh-eating horde.

The Zombies lose all of their Action Points for their next turn.

EVENT
Scared Stiff

As you listen to the sounds of the undead shuffling around you, you are gripped with fear.

Stop your search immediately and lose all of your remaining Action Points for this turn and the next.

EVENT
Starved

Unable to stumble upon a source of food, one of the Zombies starves to death.

Choose any one Zombie to remove from the board. If it is a former Human Player, loot their Weapons and Items for anything of value and discard the rest.

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Surprise!

While you are distracted with searching, a Zombie sneaks up behind you.

Place 1 new Zombie adjacent to the Human Player (or as close as possible). This Zombie does not count toward the maximum number in play.

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Surprise, Surprise

While you are searching, two Zombies slowly enter the room and shuffle up silently behind you.

The Zombie Player places 2 new Freebie Zombies adjacent to the searching Survivor Piece. These do not count toward the maximum number of Zombies in play.

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EVENT
The Cellar

You have found the door to the Cellar. Stop your search and place the Cellar Door Token over this Search Square. The Search Square inside the Cellar now must be searched before the Human Players can win the game. If you drew the card while searching the Car, ignore and discard.

EVENT
They're Coming to Get You

Sensing a potential meal nearby, the Zombies are driven forward by their hunger.

All Zombies get double Action Points on their next turn. Give this card to the Zombie Player, who should discard it after their turn.

EVENT
This Stuff's No Good

The materials you have on hand aren't strong enough to effectively withstand the advancing mass of clawing Zombies.

It now only takes 3 Zombies to break through a barricaded Door or Window.

EVENT
Where to Look?

You pause to regroup and think about where else you could find more things to defend yourselves.

The Human Players may not search any Search Squares for one round. Finish your current search, then hold this card and discard at the end of your next turn.

EVENT
You Broke It!

During the excitement, someone in your group accidentally breaks their Weapon while not paying attention.

The Zombie Player selects one Weapon in play which is now broken beyond repair. Discard it immediately.

EVENT
You Fixed It!

After examining the damage, someone in your party is able to repair their broken Weapon.

The Human Players select any broken Weapon currently in play to become fixed. This cannot be used to reload a firearm that it Out of Ammo.

EVENT
You've Got Mail

The Mailbox is now a Search Square which must be completed by the Human Players in addition to the normal conditions for winning. Players must search the Mailbox from the front (the side facing the street).

ITEM
2-Way Radio

Any Human Players with 2-Way Radios may freely share Action Points with any other HP with radios. Any AP given are deducted from your next turn, and you may only share 1 turn's AP at a time.

AP Cost: 0
Throw: No

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